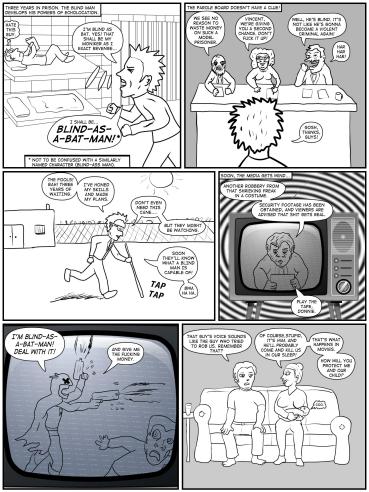
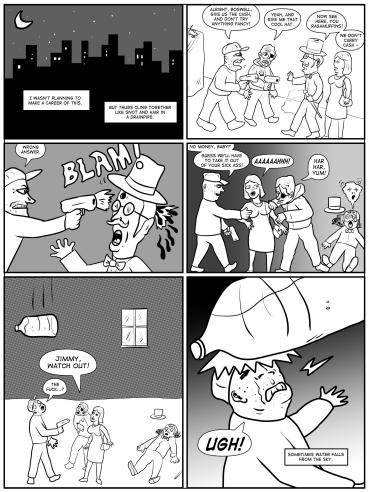
USM VS BAABM by Adam Savage

































Notes

This comic is the second I've done this year, after seven or eight years of doing no comics. I knew it'd take time to relearn Clip Studio Paint, so I picked a project I could only invest about 30% of my energy. I think I started the story from an online prompt.

Unlike my first story ("Cold Futures") which I used AI to illustrate, I drew this one (except for one panel). Barely a page a day and often less than that, so slow. Even at this tortoise-like rate I didn't let myself do detailed backgrounds or intense inking. I refused to use color lest I waste any more time on the thing.

Now that it's done, I can only say it served its purpose. I'm ready to start a longer graphic novel, and I may try to get it published through a publisher (or just self-publish if it's substandard). I'm still toying with ideas, let's see where it goes.

This time I'll actually try to draw.

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